

COMPOSITE SCORES

Penalty points accumulated from the previously considered indices are now totaled up, by the block. Map 9 at left presents the tabulated results in graphical form. The accumulated number of points also are shown for each block. The most heavily penalized blocks are shown in the darkest hue, whereas, the better living environs are shown in increasingly lighter hues. It is immediately apparent that all blocks within the community, including Wakefield, have some types of deficiency. The tabulation also shows that Neighborhood I is most severely penalized.

The table below shows the ranking of each neighborhood and their average number of penalty points, which is derived by adding all penalty points within a neighborhood, then divided by the total number of blocks. The total number of points accumulated within a Neighborhood are also listed for comparison.

Neighborhood	Penalty Points		Ranking
	Total Number	Ave. Per Block	
I	360	30.0	4
II	630	18.0	3
W	256	10.8	2
III	243	8.4	1

The composite scores tabulated above quantify the extent of blight in the community. Together with the maps, they present to us a reasonably clear picture as to how various types of blight are distributed in Zebulon, as well as their intensity. This information provides us with a factual basis whereby we can devise means to combat their presence and their spread. The ranking tells us the relative urgency of the treatment needed by each neighborhood. It furnishes a rational basis for setting priority for various types of treatment, which we are about to suggest in the following pages.